

Mistwalkers

A Fan Expansion for Chronicles of Frost

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INTRODUCTION

As new and greater threats emerge to threaten the precious little peace left in Valskyrr, new heroes must rise up to protect it. Join the brave ranks of the Mistwalkers, taking on strenuous quests and skirmishing with malevolent Brash Villains.

Game Overview

Welcome to Mistwalkers, a fan-made expansion for Chronicles of Frost. Mistwalkers introduces new content and a brand new solo module, the Brash Villains.

Components

95 cards:

- **33** Hero cards (3 new heroes!)
- **13** New Quests
- **4** Brash Villain mats
- **8** Villain Items and Allies
- **16** Villain Quests
- **1** Brash Villain/Hero AI Reference card

4 Villain Standees

1 Lair location

3-Value Wound tokens

Modules Introduction

Mistwalkers includes three modules to spice up your plays of *Chronicles of Frost*. You must own the original base game of *Chronicles of Frost*, but you do not need to own any other expansions. The three Mistwalkers modules are:

- New Heroes
- New Quests
- Brash Villains

New Heroes and New Quests

The New Heroes and New Quests modules are simply extra content you can mix into the base game of *Chronicles of Frost*. You can now play as:

- Durgen, the Weaponsmith
- Ardenai, the Arcaneweave Archer
- Melekai, the Duskbearer

Each new character comes with a Hero mat, a starting deck of ten cards, and a standee.

The New Quests module introduces six Search Quests and seven Exploration Quests. These Quests add more variety to the game and stretch the limits of

the *Chronicles of Frost* system with interesting new mechanics. You may shuffle these in with the base game quests, or choose from just the new *Mistwalkers* quests for your game.

Brash Villains

The Brash Villains module provides an exciting new way to play solo. No longer are players competing against a rogue hero for points. No, a greater danger lurks just beyond your sight.

To win the Brash Villains solo mode, you must complete both of your quests and then defeat the Villain in the final Showdown. If the Brash Villain completes their quests before you initiate the Showdown or you are defeated in the Showdown, you lose the game.

Setup

Setup for the Brash Villains solo mode is very similar to setting up for the Brash Hero solo mode found in the base game of *Chronicles of Frost*, with a few differences.

When you place the Haven location to start the map, also place the Lair location just south of the Haven location. Choose one of the four Brash Villains to play against. Locate this Brash Villain's mat, two items/allies, and

standee. Brash Villains each have two items, two allies, or one of each. The Villain's items/allies are noted on the very bottom of their card.

Place the Brash Villain's mat on the table where you would have placed the Brash Hero's card. Then place the Brash Villain's items/allies below their card. These are considered to be in the Villain area.

Assemble the Brash Villain's standee and place it in the Lair location.

Finally, locate the Brash Villain quests. Villain quests have text below the quest name that reads "Villain Quest". Separate the Villain quests into four piles based on the numbers and letters in the bottom right corner of the card: 1-A, 1-B, 2-A and 2-B. The numbers indicate the Villain quest level. The letter is there to ensure the Villain is visiting a variety of places on the map (not just focusing on areas in the eastern portion of the map, for example).

Next, shuffle each pile and choose one quest from each pile randomly. Place the four chosen quests in a stack in the Brash Villain's area, with the two level "2" quests on bottom and the two level "1" quests on top. It doesn't matter what order the "A" or "B" quests are in, as long as the levels are stacked correctly.

As an alternative and slightly more random setup, you may ignore the "A" and "B" letters and simply choose quests randomly based on the quest level.

That's it! You're all set up to play.

Brash Villain Play Overview

You will alternate taking turns with the Brash Villain, as if they were another player. The Brash Villain takes the first turn of the game. They are trying to complete their Villain Quests before the player completes theirs (and defeats the Villain in the Showdown).

Brash Villain Mat Overview



- a. Skirmish Table
- b. The Villain's faction
- c. Villain ability'
- d. Showdown HP
- e. Showdown attack
- f. Villain's two items/allies

Based on some AI rules the Brash Villain will move around the map, trying to complete their quests. These instructions can also be found on the Brash Villain Turn reference card.

Brash Villain Turn

1. *If in a location with an enemy, recruit it. Discard the cheapest Fate Card from the offer. End turn.*
2. *If in a location marked on the Brash Villain's active quest, resolve its reward and retire the quest card. Discard the most expensive Fate Card from the offer. Move Brash Villain to the Lair location. End turn.*
 - a. *If this was the Brash Villain's final quest, the Hero gets 1 final turn before the game ends.*
3. *If in a location with no enemies, move to an adjacent space towards the marked location on the Brash Villain's active quest.*
 - a. *If new space is not filled with a location, discover the top location from the location deck (ignoring discovery effects). Recruit the enemy placed in the location. Discard the cheapest fate card from the offer. End turn.*

- b. *If new space is filled with a location, move into the location and discard the most expensive Fate Card from the offer.*

NOTE: If the Brash Villain has equally viable choices when determining which location space to move into, the Hero player chooses for them. The exception is, if one of the choices would allow the Brash Villain to move into the same space as a Hero, they always choose to do so.

Enemy Recruitment

Whenever the Brash Villain moves into a location with an enemy token in it, they recruit the enemy token. Depending on whether the enemy token is the same faction as the Brash Villain you will convert this enemy into a guardian or a minion. (Note that the Waychanger Villain does not have a favored faction, so all enemies he recruits become minions).

- If the Brash Villain recruits a same-faction enemy, it becomes a guardian. Place it face up next to the Villain's mat.
- If the Brash Villain recruits an off-faction enemy, it becomes a minion. Place it face down next to the Villain's mat.

Minions only affect the game during the final Showdown. Increase the Brash Villain's HP (how much attack you must devote to the Villain to defeat them) by 1 for every minion the Villain has recruited.

Guardians work differently. Whenever you are in a Skirmish with the Brash Villain (explained later), as well as during the Showdown, guardian enemies protect the Villain. In both cases, you must defeat guardian enemies before devoting attack to the Brash Villain. **Guardian enemies do not inflict wounds on the hero.** Guardians are defeated and discarded immediately when the hero spends attack points equal to the enemy token's HP/attack requirement. You **do not** keep guardians as trophies; they are discarded into a discard pile of that enemy faction.

It may be in the best interest of the player to Skirmish with the Brash Villain in order to defeat their guardians ahead of the Showdown—or maybe not 😊.

Villain Items and Allies

Each Villain starts the game with two items, two allies, or one of each. These are noted at the bottom of the Brash Villain mats. Villain items and allies start the game in play, in the Villain's area. They typically have an ability in the top section of the card, which can range from ongoing effects that affect the game in different ways, or conditional effects that happen only during certain occasions. Whatever the item or ally ability, it is active as long as the item or ally is still in play. When Villain items and allies are defeated, they are removed from the game—but pay attention to the item or ally ability. Sometimes they have abilities that break this rule and bring them back into play under certain conditions.

As with guardian enemies, the hero may defeat Villain items and allies during Skirmishes and the final Showdown. The cost to defeat a Villain item or ally is in the two boxes at the bottom of the cards. Often, heroes must spend attack and take wounds to defeat items and allies, but the costs can vary.

Skirmishes

Skirmishes are fights you have with the Brash Villain prior to the final Showdown. Skirmishes happen on turns when either the Brash Villain moves into the same location as a hero, or the hero moves into the same location as the Brash Villain. The Villain and the hero must always stop movement if they move into the same space as the other, regardless of if more movement was planned. The hero may spend any unspent movement points after the Skirmish is complete.



SKIRMISH:	
1	3
3	1
5	0

At the start of a Skirmish, look at the Brash Villain's Skirmish Table on their mat. Then spend as many attack points as you can (or as many as you desire). Based on how much attack you spent in the Skirmish (left-hand column), the hero must take a certain number of wounds (right-hand column).

For example, say that when skirmishing with Karnas (table pictured at left), the hero spends 5 attack. That's just

enough to avoid taking any wounds, since the wound column shows zero next to the 5. If the hero had spent only 4 attack, they would have had to take 1 wound.

As mentioned above, you may try to defeat guardian enemies, Villain items and Villain allies during Skirmishes. You **cannot** spend attack against the Villain if guardian enemies are present, but you can defeat them first in the Skirmish and then devote any remaining attack points to the Villain if able. If you are not able to spend any attack against the Brash Villain, you must take wounds according to the Skirmish Table as if you had spent zero attack against the Villain.

You may, however, spend attack against the Villain even if they have items or allies present (unless the item or ally has an effect that says otherwise).

Skirmishes cannot happen in the Haven location. The Villain would not be so bold as to show their face at Frostvalley Keep.

If the Villain initiates the Skirmish on their turn by moving into the same location as the hero, the hero may play cards out of turn. That is, the hero may play attack cards against the Villain on the Villain's turn. The hero may NOT play any cards on the Villain's turn that are not solely for participating in the Skirmish. But if the card helps with the Skirmish, the hero may play it.

For example, in a Skirmish initiated by the Villain, the hero plays a bunch of attack, as well as a few Scout points because it helps them defeat a Villain item

and it allows the hero to draw cards that may provide more attack points. The hero may not, however, spend Resolve to buy cards from the market, or spend move to move to a new location after the Skirmish.

After a Skirmish that happens on the Villain's turn, the hero puts played cards into the discard pile and draws a new hand as normal.

If the hero moves into the same location as the Villain on the hero's turn, a Skirmish is immediately initiated. The hero must immediately spend however many attack cards (or other cards that help with the Skirmish) as they can or want to spend. After the Skirmish is over and any wounds are taken, the hero may continue their turn. If the hero has unspent move or resolve from before the Skirmish, they may spend it now.

If the hero and Villain *begin* a turn on the same space, no Skirmish is automatically initiated. Only when the hero or Villain *move into* the same location is a Skirmish mandatory. So if starting a turn in the same location as the hero, the Villain will follow its AI rules as normal and move to a new location. If the hero starts their turn on the same space as the Villain, the hero may choose to ignore the Villain, or could choose to initiate a Skirmish since they are in the same location.

Difficulty Settings

There are two ways to adjust the difficulty of the Brash Villain solo mode.

First, at setup you may give the Villain more or fewer quests to complete. Fewer quests mean the Villain will end the game sooner, giving the hero less time to complete their own quests and initiate the Showdown.

Second, you may modify the Villain's Showdown HP (total attack required to defeat the Villain) and the number of wounds they inflict each turn during the Showdown.

- **Easy:** -2 HP and -1 wounds inflicted.
- **Normal:** Same stats as printed.
- **Hard:** +2 HP and +1 wounds inflicted.

Credits

Thank you to NSKN Games for generously granting permission to post Mistwalkers as a free print and play game on Board Game Geek. Thank you to designer Blazej Kubacki and artists Enggar Adirasa and Agnieszka Kopera for creating the wonderful Chronicles of Frost.